ROGUE GALAXY™

TEEN
T
CONTENT RATED BY ESRB

SONY
COMPUTER ENTERTAINMENT ®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger epileptic seizures in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Rogue Galaxy™ Tips and Hints

Game Hint Guide Information

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No hints will be given on our Consumer Service/Technical Support Line.

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Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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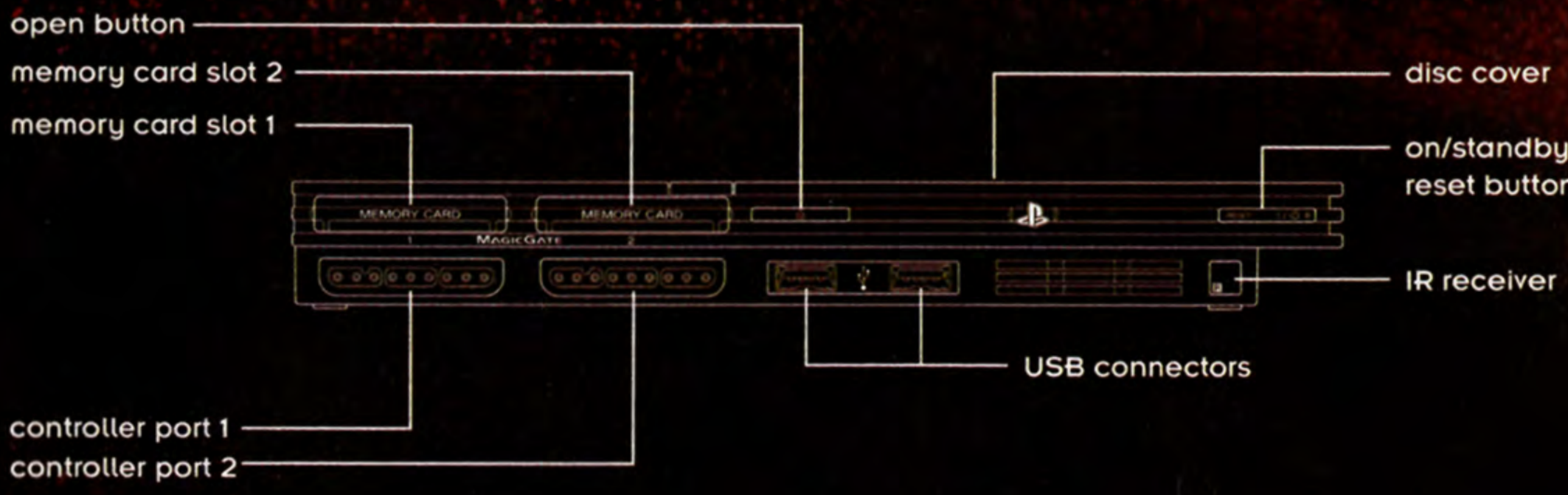
Getting Started



SETTING UP YOUR PLAYSTATION®2 CONSOLE

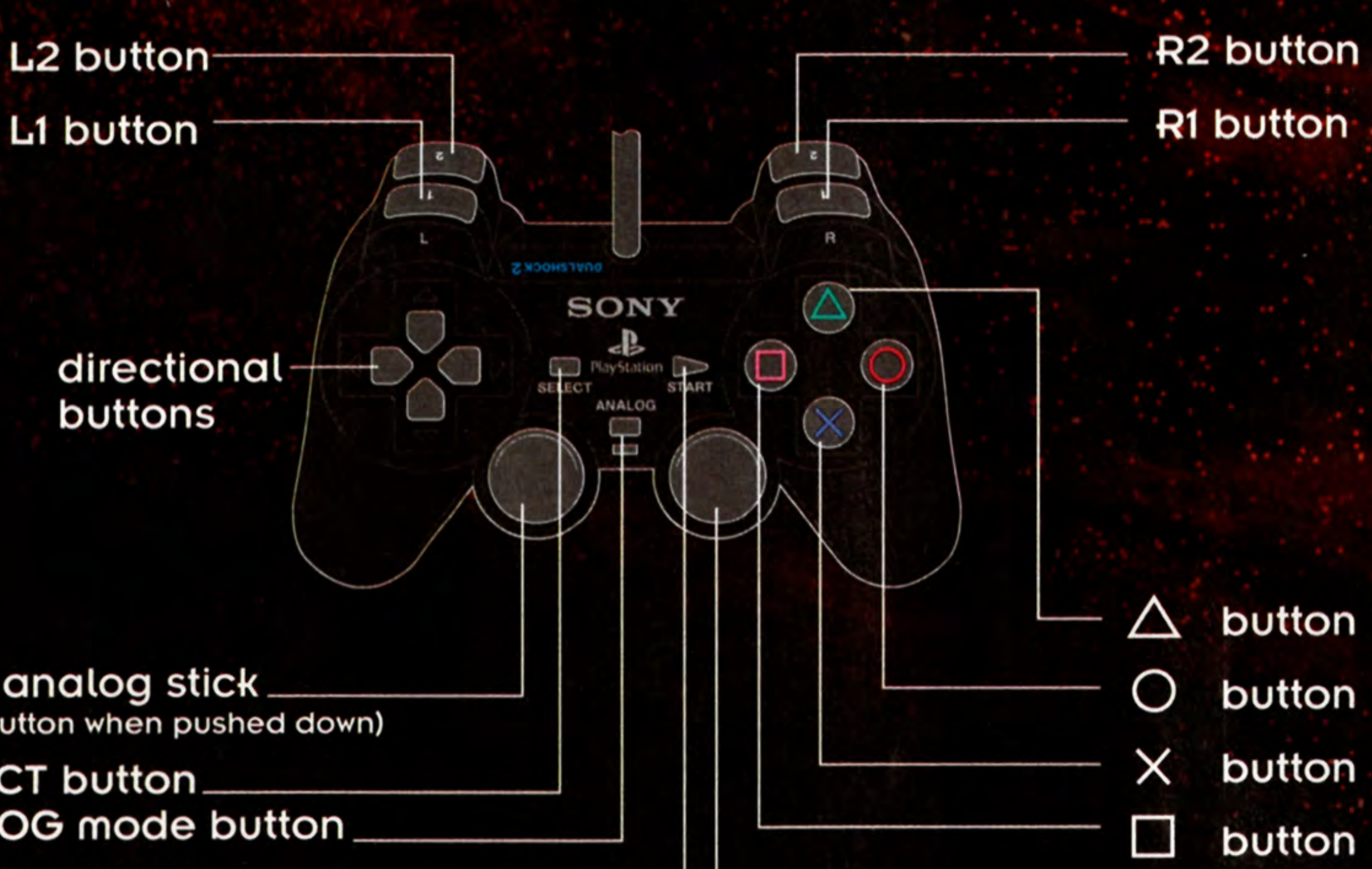
Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the [RESET] button. When the [POWER ICON] indicator turns green, press the [OPEN ICON] button and the disc tray will open. Place the Rogue Galaxy™ disc on the disc tray with the label side facing up. Press the [OPEN ICON] button again and the disc tray will close. Attach a DUALSHOCK 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or 2 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved Rogue Galaxy™ games. A memory card (8MB) (for PlayStation®2) with at least 130 KB of free space is required for a "Save Game" file.
Note: Any mention of a "memory card" in this manual refers to the "memory card (8MB) (for PlayStation®2)."

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



STARTING A NEW GAME

New Game
To begin a new game, select NEW GAME at the Title Screen.

Continue
To load a previously saved game, Select CONTINUE at the Title Screen, and choose the MEMORY CARD slot save data from which you want to load.

Note: In order to resume a previously saved game, you must have a memory card inserted in MEMORY CARD slot 1 or 2.

Saving a Game
When you use a Transporter during the game, you can save your progress up to that point onto a memory card.
For more about Transporters, see page 16.

Story

The desert planet Rosa lies at the far edge of the galaxy. Jaster, a young man on Rosa dreams of journeying through space.

A huge beast appears in a plaza and begins attacking the town one day. Jaster rushes toward the plaza to protect the citizens of the town, but more beasts get in his way. As he fights the beasts, a mysterious man named "Desert Claw" arrives and aids him in the battle.

Unbeknownst to Jaster, two people are watching his actions. They are Simon and Steve, the subordinates of the Space Pirate Dorgengoa. Simon and Steve are so impressed with Jaster's fighting skills that they offer him the chance to join Dorgengoa's band. Jaster accepts their offer, leaves his home, and heads for the pirate ship Dorgenark. Jaster and his fellow Space Pirates head out to the wide universe where countless adventures await them...

Main Characters

Jaster Rogue

Jaster is our hero. He is a 17-year-old boy who was raised on the desert planet Rosa. He longs to leave his humdrum life behind and explore the universe. Jaster is optimistic and energetic, and always keeps one eye on the future. Jaster gets his wish when the most famous Space Pirate in the galaxy, Dorgengoa, recruits him for his crew.

Kisala

She is the 17-year-old daughter of the Space Pirate Dorgengoa. She has a very cute and girlish appearance, but is curiously open and tomboyish. She does not fear the ruffian Space Pirates that surround her.

Zegram Ghart

This one-eyed hunter is Dorgengoa's friend and known as the "Black Wolf". He has a calm manner of speech that runs contrary to his fiery demeanor.

Simon

Hailing from Zerard, Simon is a mysterious little man who never shows his face. How he came to join the Dorgengoa Pirates is unknown, but he's one of the first to mistake Jaster for Desert Claw.

Lilika

From the backwater planet Juraika, Lilika comes to the Dorgengoa Pirates from the Burkaqua Tribe. Her commanding presence and native combat skills are more than elite enough to make her anyone's equal in the wider galaxy.

Steve

Constructed in the Daytron factories on Zerard and designed by the genius inventor Dr. Poccachio. Steve is a mild-mannered robot who serves as the Dorgenark's navigator.

Jupis

Jupis is at best eccentric and possibly insane. How exactly he managed to turn himself into one of the galaxy's finest hackers, inventors, and engineers is anybody's guess, but it probably involved drinking a lot of coffee.

Deego

An ex-military man, Deego turns up drinking his life away in Angela's Bar on the mining planet Vedan. He's a highly skilled combatant and a conscientious, friendly dog-man when he's sober.

Controls

MENU CONTROLS

Move Cursor / Highlight Menu Item..... directional buttons
Select Highlighted Menu Item..... ⊗
Pause Game..... START
Adjust / Cycle Menu Item..... directional buttons
Previous Screen / Return To Main Menu..... ○

BASIC CONTROLS

Note: The default controls are listed below.
For more information regarding controls during battle, see pg. 28.

Move Character / Scroll Map Display..... left analog stick
Swap Characters..... L3 (press)
Action (Talk / Investigate / Open Door, etc.)..... ⊗
Jump..... ○
Display Map..... SELECT
Access Main Menu..... △
Reset Camera Position..... R2
Toggle Camera Angles..... R3 (press)
Pause Game..... START

Note: Pausing the game and then pressing △
during a cut scene skips the Event.

Options

SYSTEM

Select SYSTEM from the Main Menu to open up the System Menu. From the System Menu, you can choose and adjust the following Options.

For more information about the Main Menu, see pg. 19.

SYSTEM SETTINGS

Check and change the game-related settings listed below.
The settings you set are saved in your save data.

Battle Camera: Set the angle of the camera during battle. Press SELECT during battle, and you can change the camera's height without opening the system menu. There may be times when this cannot be changed.

Auto Lock-on: The game will automatically lock-on to enemies for you, and automatically change lock-on targets. For more about lock-on, see pg. 28.

Sound: Changes output method for music and voices.

Cursor Memory: Toggle ON/OFF the function that remembers where your cursor was on menus.

Show Compass: Toggle ON/OFF the Compass displayed in the lower left hand corner of the screen.

Show Mini-map: Toggle ON/OFF the Mini-map displayed in the lower right hand corner of the screen while you are moving.

Camera rotation (U/D): Set controls for camera's vertical movement.

Camera Rotation (L/R): Set controls for camera's horizontal movement.

Battle Messages: Toggle ON/OFF overlapping messages on the Battle Screen.

Active Chat: Toggle ON/OFF party member conversations on the field.

HELP

Gives you information about Rogue Galaxy™. Highlight and select the items you would like to see information on.

Game Flow

MOVING AROUND THE FIELD

On Fields like the Pirate Ship Dorgenark and various towns, you can talk to people to proceed in the story and uncover useful information and secrets.

For more about the Dorgenark see pg. 15.

For more information about Fields see pg. 16.

EVENTS

As you proceed through the story, Events will occur. You can skip Events by pressing START to pause the game and then pressing △, but be careful, skipping Events can result in missing important information.

BATTLES

When you encounter an enemy on the Field, the battle will begin.

For more information about battles, see pg. 25.

Pirate Ship Dorgenark

The Pirate Ship Dorgenark is split up into two floors.

BRIDGE

The Bridge contains the Control Room and Dorgengoa's Room.

Control Room: used to steer the Dorgenark.
Press ⊗ in front of the helm to open up the Galaxy Map.

Galaxy Map: As you proceed through the story, you can freely choose the path of the Dorgenark.

Captain's Cabin: The Captain's room.

DECK FLOOR

The Deck floor contains the Bar and the Deck.

Bar: The place where the pirates take time off. The Bar contains an elevator that will take you to the Bridge floor.

Deck: When anchored at a planet or nebula, the Deck can be used to look outside. When docked at a Space Dock, the Deck contains a landing gondola that can be used to go ashore.

The Field

The Field contains the following items.

TRANSPORTER

Transporters are devices that take you to various places. If a character passes over one, the Transporter will glow blue, and the HP, AP, and Secondary Weapon energy of all allied characters will be completely restored. If you walk over a Transporter during a non-combat situation and press ⊗, you will be able to choose from the following commands.

Save: Save your current progress to a memory card.

Teleport: Move to another Transporter you have already accessed on the same planet. There are times when this function will be unusable, such as during an Event.

Exchange Points: Total up the Hunter Points you have recorded in your Battle Recorder, or add Hunter Points from Quarries and Hunting Records to them. For more information, see pg. 23.

Item Storage: Transfer items from your inventory to the Item Storage, or bring up stored items (for more information, see pg. 19). There are some items that you can't store in the Warehouse.

TREASURE CHESTS

Press ⊗ in front of a Treasure Chest in the Field to acquire the item inside. Some chests can only be opened if you have a specific key, while other chests are booby-trapped. There are also beasts that take the form of chests. You can remove traps on chests by using the "Trap Canceller" item.

DOORS

If a door can be opened, an arrow indicator appears over it when you approach. You can open the door by pressing ⊗.

SHOPS/TRAVELING MERCHANTS

You can buy and sell items in Shops. All items have a certain number in stock, and if an item is no longer in stock, you cannot buy it. As you continue through the story, shops may acquire items that were previously out of stock. When you create new items in Factories, you will be able to buy them in certain Shops. For more information on the Factory, see page 23.

Note: People with the word "SHOP" over their heads are Traveling Merchants who will buy and sell items. Press ⊗ to talk to them.

THINKING CIRCLE

Places in the field where a "?" mark appears are special places known as "Thinking Circles." In order to proceed past a Thinking Circle, or change something in it, you will need to meet certain conditions or use a certain item.

Main Menu

On the Battle Menu, press △ to access the Main Menu. From the Main Menu, you can manage a variety of functions and options.

ITEMS

Choose ITEMS on the Main Menu and the Item Screen will appear.

On the Item Screen, you can use items you are carrying and equip your characters.

1. Money Carried
2. List of Items Carried
3. Number of Items Carried
4. Items in Storage

ITEM SCREEN CONTROLS

The Item Screen can be navigated as follows.

Use Item / Equip / Discard / etc..... ✕

Press ✕ after highlighting an item you are carrying in your Item Screen, and a list of things you can do with that item appears.

Cycle Pages..... L1 / L2

Press L1 or L2 to cycle through the pages displayed on the Item Screen.

Move Items..... △ / □

Select an item you are carrying from the Item Screen and press △ to pick that item up and move it to another location. Use □ to split a stack of items.

SPECIAL ITEMS

There are some items, such as the ones listed below that have special effects.

Info Edge: A Mobile Information Terminal, which you have in your inventory from the start. The Info Edge automatically stores important information you have gathered during your travels. If you use the Info Edge on the Item Screen, you can check information that has been stored inside it.

Toady: A frog that befriends you during the course of the adventure. If you use Toady on the Item Screen, he can eat two weapons with high skill levels to fuse them into a single, more powerful item.

ALLIES

Select ALLIES from the Main Menu. From the Ally Screen, you can check the status of your various allies, change their equipment, and switch the party members who will appear in combat.

ALLY SCREEN CONTROLS

Select a character and press ⊗, and the following menu items will appear.

Swap Allies: Swap a character that appears in battle with a standby character that doesn't.
Note: Jaster can never be swapped out.

Switch Characters: Change the character that the player controls. You can only choose to control members currently in the party. The character you control will have the play character mark displayed. Press L3 during the game to change your control character without opening up the Ally Screen.

Equipment: Change your character's equipment.

Abilities: Check the abilities your character can currently use.

STATS

Lv: The character's level. When the EXP bar fills completely, the character will level up, and all his or her stats will increase.

HP: Stamina. If it reaches 0 in battle, the character will fall unconscious.

AP: Points necessary to use abilities. Using an ability will expend AP.

EXP: Experience points. When the EXP bar fills up, the character will level up, and all his or her stats will increase.

Vit: Your body's endurance. Relates to your ability to defend.

Main Wep: The power of attacks with the Main Weapon used by pressing ✕.

Sub Wep: The power of attacks with the Sub Weapon used by pressing ▣.

Defense: Your ability to defend against attacks. Defined by your Vit and your Revelation Flow abilities.

Defense Status: Your resistance to status effects. Unlock abilities on your Revelation Flow to increase your resistances.

STRATEGY

Select STRATEGY on the Main Menu. From the Strategy Menu, you can give Party Commands and forbid the use of Suggestions.

Team Command

The characters you are not directly controlling will take actions according to your Team Command. Press △ then ▣ during combat, and you can change your Team Command without opening the Tactics Screen.
For the list of Team Commands, see below.

Fight Separately: Attack the enemy closest to you.

Pick Same Target: Attack the enemy that the character you're controlling is attacking.

Go All Out: Use items freely, and follow your own suggestions in battle.

Step Back: Don't attack.

REVELATION

Select REVELATION from the Main Menu. The Revelation Screen lets you check the abilities that each character in your party can use. If you choose REVELATION FLOW for the character, you will access the Revelation Flow Chart.

Revelation Flow

You can insert items into the Revelation Flow Chart to learn new abilities or increase your status. You can move your cursor over a hole that doesn't have an item in it to get clues about what item can go in that hole. If you currently have an item that corresponds to the hole, a blue bracket will appear around it. If you go to a hole with a blue bracket and press ⊗, you can insert the item into it. The item you insert will leave your inventory and cannot be returned.

If you fill in all the holes within a certain field, you will receive the corresponding effect (new ability/status up), and the next field will open. Keep in mind the abilities and status you need when you're choosing which holes to fill in.

BATTLE RECORDER

Choose BATTLE RECORDER from the Main Menu. From the Battle Recorder Screen, you can use L1 and R1 to swap between the following screens.

Quarries

In the Quarries Screen, you can gain information about the Quarries hidden on various planets from the Galactic Corporation most wanted lists. If you find and kill a Quarry, you will be given a large number of Hunter Points. The Quarries Screen also lets you check details about Quarry Sheets you've acquired and Quarries that have been defeated.

Hunter Record

The Hunter Record Screen lets you check the number and type of beasts you have defeated, and the Hunter Points you have gained from each beast.

Ranking

The Ranking Screen lets you check information about the Hunters practicing in the galaxy and their rankings. Your ranking is calculated from the Hunter Points you have received when you defeat a Quarry or a beast. As your ranking goes up, you may receive prizes.

FACTORY

Choose FACTORY from the Main Menu. As you proceed through the adventure, you will be able to make new items at the Factory. Items that you develop and create can be purchased at special shops.

The steps to create items are described below. For more information, choose USERS MANUAL from the Factory Menu, and read the Factory instructions.

1. Obtain Blueprints

You can acquire Blueprints from people who hang out near shops. Blueprints list ingredients and manufacturing arrangements necessary to make new items, as well as the shop that the item will be sold in. In instances where a single Blueprint doesn't have all the necessary information, you may have to acquire information from multiple people to gain all the information necessary to create the new item.

2. Go to Factory Menu

Once you obtain development plans, go to the Factory Menu, and begin production.

3. Place your Manufacturing Parts

Select **PLACE**, and arrange the manufacturing parts to meet the manufacturing arrangements listed in the development plan. Use **MOVE** and **REMOVE** to move and remove parts you've placed.

4. Set Material

Select **SET MATERIAL** from the Factory Menu to set the ingredients listed in the development plan.

5. Run Factory

Select **RUN** and the Factory will start to work. If you've arranged the necessary manufacturing parts and set the ingredients according to the development plan, a new item will be developed. If you don't have the development plans for an item, even if you set the machinery and ingredients right, the item will not be developed.

6. Acquire Item

If the development is a success, you will receive one sample item. Depending on the item, the shops may also begin selling it. Shops that will sell the item will be listed on the development plan after development is completed.

Battle

When you encounter an enemy in the Field, the battle will begin.

1. BATTLE BEGINS

When the battle begins, you will enter the Battle Screen.

For more about the Battle Screen, see pg. 26.

Challenge Battle

Some battles will be "Challenge Battles" from which you can obtain Hunter Coins. When a Challenge Battle begins, the battle requirements will be displayed on the screen. If you meet the requirements, you will receive Hunter Coins when the battle is over. Hunter Coins can be exchanged for licenses, which allow you to purchase discounted items at shops, or get shopkeepers to share rare items with you.

2. BATTLE

Battles occur in real time. You must understand your environment and work with your allies to defeat your enemies.

For information on actions you can take during battle, see pg. 30.

3. BATTLE ENDS

Once you defeat all your enemies, the battle is over. You'll get Experience Points, money, and possibly acquire items.

The Battle Screen

The following items will appear on the Battle Screen:

1. Party Commands
2. Secondary Weapon Gauge
3. Action Gauge
4. HP
5. AP
6. Radar Map

SECONDARY WEAPON GAUGE

The Secondary Weapon Gauge is used for Secondary Weapons, which are mainly used to attack from a distance. When you press ▣ to execute an attack with your Secondary Weapon, this gauge will diminish whether or not you hit the enemy. When the gauge runs out, you cannot attack with your secondary weapons until the weapon reloads. After you have reloaded three times, you will not be able to use that secondary weapon anymore during that battle.

After the gauge is completely emptied, it will gradually begin to restore itself. If anything remains in the gauge, it will not restore itself. When the gauge is completely refilled, you will be able to attack again. The Secondary Weapon gauge does not restore itself after battle. Note: Lilika's primary weapon also uses the secondary weapon gauge.

TEAM COMMANDS

See Team Commands, pg. 21.

ENEMY HP

The enemies' Hit Points.

ACTION GAUGE

The Action Gauge displays the energy you have stored for attacks. When you attack an enemy, the gauge decreases whether you hit or miss. When the Action Gauge is empty, an "!" mark appears over the character icon on the H.U.D., and he will be unable to attack.

When the gauge runs out, it will gradually begin to restore itself. If you manage to successfully guard, the gauge will restore itself completely (see page 29). In either case, if there is anything left in the gauge, it will not restore itself. When the gauge is fully restored, you will be able to attack again. After the battle, the Action Gauge refills completely.

HP

Your characters' Hit Points. For more information, see pg. 21.

AP

Your characters' Ability Points. For more information, see pg. 21.

RADAR MAP

Shows the surrounding area of the characters you control. Allies are represented in blue and enemies are represented in red.

Battle Controls

Note: Default controls for the camera, pausing and switching characters are the same as in the Basic Controls section.
For more information, see page 12.

Move..... left analog stick

Move your characters using the left analog stick. If you get far enough from an enemy's spawn point while in battle, you can escape. However, there are some battles from which you cannot run.

Jump..... ◎

Press ◎ to make your character jump. You can attack while you are jumping. If you are moving away from an enemy you are locked-on to and you jump, you will do a back flip and land further back.

Toggle Lock-on ON/OFF..... directional buttons ⬆ ⬇

When a character you control is locked-on to an enemy, you will automatically face him at all times. Press the directional buttons ⬆ ⬇ to toggle lock-on ON/OFF. If lock-on is ON and you defeat an enemy, it then locks-on to the next enemy closest to your character.

Cycle Lock-on Targets..... directional buttons ⬅ ➡

While you're locked-on to an enemy, you can press the directional buttons ⬅ ➡ to change the enemy you're locked-on to.

Primary Weapon..... ⊗

Press ⊗ to attack the enemy in front of you with your Primary Weapon (usually a short-range weapon). When you attack, your Action Gauge will decrease.

Normal Attack / Combo Attack..... ⊗ (repeatedly)

Press ⊗ to execute a normal attack. You can chain your attacks together by pressing ⊗ repeatedly.

Charged Attack..... ⊗ (hold and release)

Hold ⊗ down for a period of time before releasing it, and you will unleash a powerful charged attack. Some characters cannot execute a charged attack.

Down Attack..... ⊗ (while enemy is on ground)

Press ⊗ while facing an enemy who's on the ground to execute a down attack.

Knock Back..... ⊗ (while facing object)

Face a rock or other object and use a short-range attack to knock back the target of your attack. If the knocked-back object hits an enemy, it will inflict damage.

Secondary Weapon..... ▣

Press ▣ to unleash an attack in the direction you're facing with your Secondary Weapon (usually a long-range weapon).

Guard..... R1 (hold)

Hold R1 to guard against enemy attacks. There are some attacks that cannot be guarded against. If you manage to successfully guard, your Action Gauge will completely refill.

Lift / Throw ..... R1 + ⊗ (lift) / ▣ (throw)

If you press ⊗ while holding R1 to guard, you will be able to lift an object, such as a boulder, or an enemy in front of you. There are also some enemies that can pick up boulders. When you're holding an object, press ▣ to throw the object.

Battle Menu

During a battle, pressing △ pauses the game and pulls up the Battle Menu.

The following options are available at the Battle Menu:

MAIN MENU

On the Battle Menu, press △ to access the Main Menu.

TEAM COMMAND

Press □ to change your Team Commands. For more information about Team Commands, see page 21.

ABILITIES

Choose **ABILITIES** from the Battle Menu to use one of the Abilities of the character you are controlling.

ITEMS

Choose ITEMS from the Battle Menu to use one of the items you are carrying.

SWITCH CHARACTERS

Choose this option to change the character you are controlling. You can only control characters that have not reached unconscious status.

CHANGE CAMERA HEIGHT

Press SELECT to change the angle of the camera. Depending on the battle, this may not be changeable.

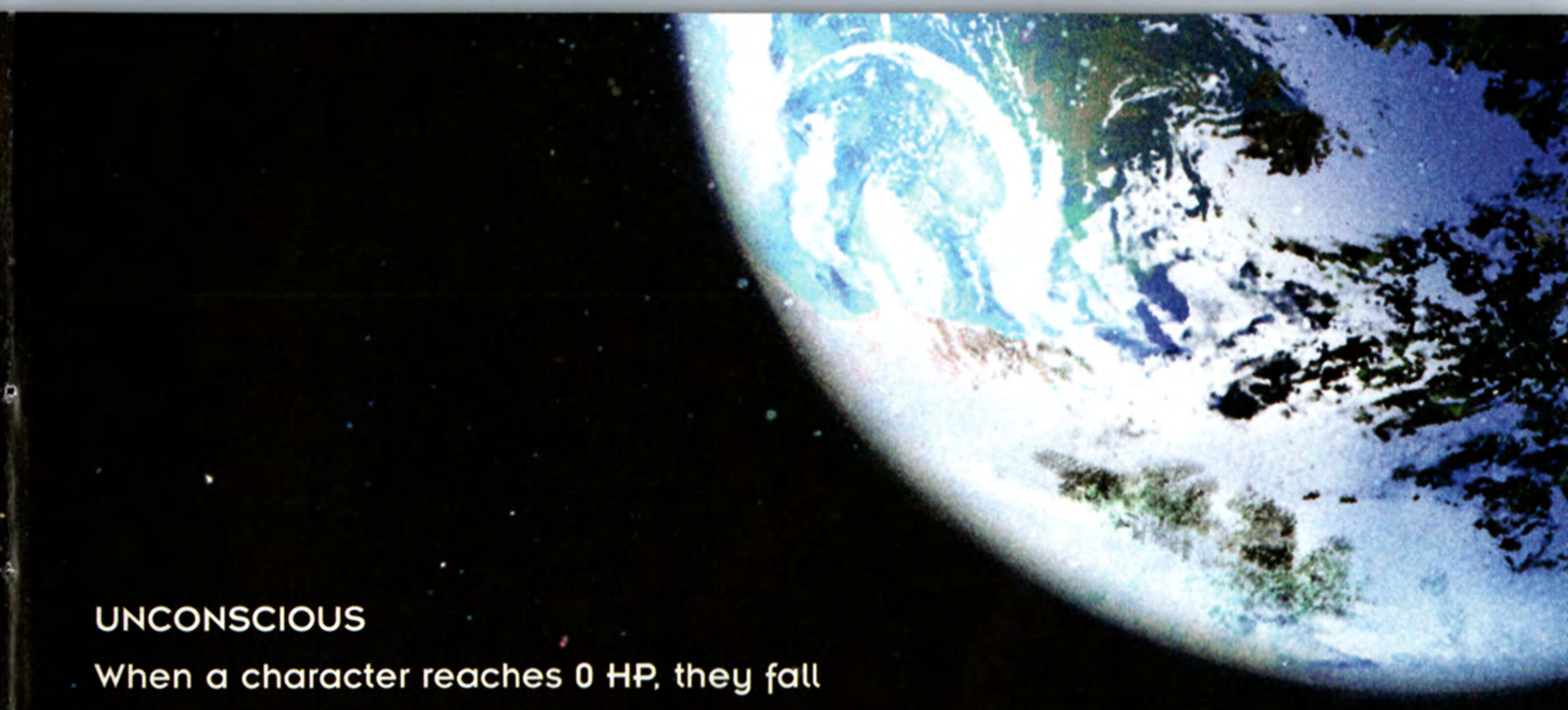
Battle Information

BATTLE SUGGESTIONS

During battles, characters you are not controlling will make suggestions about items and abilities they want to use. When a suggestion is made, if you want to validate the suggestion, press L1 or L2. To reject the suggestion, press L3 or let time expire. You can keep an ability from being suggested by turning it off in "Strategy" in the Main Menu (see pg. 19).

BURNING STRIKE

You can enable Burning Strike in the Revelation Flow. Charge the gauge by collecting Burning Chips dropped by enemies. Once the gauge is charged, activate it by pressing R1 + ▣ near an enemy and a button marker will appear on the screen. Try to push the buttons with the right timing to follow the markers. If you can press the buttons in accordance with the markers, you can execute a chain attack much more powerful than the standard attack. If you press all the buttons correctly, the last hit will be an extremely powerful attack. If you miss the timing of the button presses, the Burning Strike Mode will come to an end.



UNCONSCIOUS

When a character reaches 0 HP, they fall unconscious. If the character you're controlling falls unconscious, the Battle Menu automatically opens. You can either use the restorative item "Resurrection" or change the character you are controlling. If all of your party members fall unconscious, it's game over.

STATUS MODIFIERS

In combat, there are some enemy attacks that can alter your status. All effects can be brought to an end by using the designated item or ability, waiting a certain amount of time, or by completing the battle.

Unconscious: Cannot take actions.

Shocked: Cannot take actions and HP decreases.

Confused: Character attacks other party members.

Frozen: Cannot take actions.

Dazed: Cannot take actions. *Hint:* To cure this status, quickly move the left analog stick.

Paralyzed: Cannot take actions.

Poisoned: HP decreases.

On Fire: HP decreases. *Hint:* To cure this status, move into water.

AFTER BATTLE SCREEN

When the battle is over, the following information is displayed.

Experience gained

Each character receives Experience Points (EXP) after combat. When a character's EXP bar fills up completely, he or she will level up, and their stats increase.

Skill Points gained

Skill Points (SP) represent proficiency in certain weapons. After the battle, all party members who are not unconscious will receive Skill Points for the last weapon they had equipped. When the Skill Point bar is filled, the weapon's skill level is set to MAX and it can be fed to Toady for weapon synthesis (for more information, see pg 20). When you use a weapon whose skill bar is completely filled, the weapon's elemental status bars will continue to fill.

Insectron

Insectron is a dueling tournament where you use bugs to fight. As you proceed through the adventure, you will be able to participate in insectron.

INSECTORS

In order to participate in Insectron, you need to acquire "Insectors" that are used in tournaments. The Insectors you acquire can be raised and grown.

Finding Insectors

In order to catch Insectors, you need the "Insector Trap." Set it with bait, leave the cage somewhere out on the field, and you may catch an Insector. The kind of Insector you catch depends on the type of cage, the kind of bait, and where you set the cage.

Training Insectors

In order to train Insectors, you need the "Rearing Cage."
Put the Insector you want to train in the Rearing Cage, and the Insector will begin to grow. The degree of its growth depends on the type of Rearing Cage, the type of food, and the Insector's species.

Feed Formula: The two Insectors in the cage will mate, and produce a new Insector. The new Insector's abilities will depend on the abilities of the parents.

Battle Feed: The two Insectors in the cage will begin to fight. They will grow faster if they fight more often.

HOW TO COMPETE IN INSECTRON

Insectron is exhibited at the Insectron Stadium on the planet Zerard.

1. Buy License

In order to participate in Insectron, you need an "Insectron License." A license can be bought at an Insectron Meeting Hall.

2. Enter Tournaments

From top to bottom, Insectron is divided into the following six ranks: S, A, B, C, D, and E. Each rank has its own tournaments. At the beginning, you will battle in the lowest rank, E. As you win tournaments and become a rank champion, you will be able to compete in higher-rank tournaments.

3. Battle

The game of Insectron is played on a 5 x 7 grid. First, both players place five of their Insectors on the first two rows of the board, and choose one Insector to be their "King." Once you're done arranging your Insectors, you and your opponent take turns. You will move to attack your opponent's Insectors and remove them from the board. If you defeat the opponent's King, you win. If your own King is defeated, you lose. If you win the match, you will proceed to the next match.

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